INTELLIVISION®

Intelligent Television

MATTEL ELECTRONICS®

INTELLIVOICE™

Voice Synthesis Module

Now Intellivision talks to you. IntelliVoice is an all-new Intellivision feature — a voice synthesis module and special voice cartridges. It generates human-sounding voices which become an essential part of the game play. You concentrate on the visual action while your IntelliVoice component keeps you aware of depleting energy levels, shield damages, and attacking fighters.

Voices that sound human. IntelliVoice produces voices with personality. All instructions, directions and announcements are crisp and clear. IntelliVoice is your computer voice partner in game play.

Not just effects. Voices generated by IntelliVoice give you important game playing data. The IntelliVoice comes in throughout the game, keeping you informed at all times.

Added realism. The IntelliVoice feature adds important new dimensions in realism. For example, IntelliVoice seems to put headphones on you as you command a B-17 Bomber over enemy territory, contending with attacking fighters, navigation requests, and tower instructions.

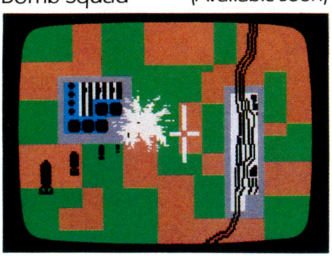
Easy add-on installation. The IntelliVoice unit simply plugs into the cartridge outlet on your IntelliVision Master Component. IntelliVoice cartridges simply plug into the IntelliVoice unit.

Special IntelliVoice cartridges are required to operate the module and add human voice to game play. (Regular IntelliVision cartridges may also be plugged directly into the IntelliVoice unit and will give you game play without voice, as if they were plugged directly into the Master Component.) Look for these specially marked game cartridges with the IntelliVoice feature wherever Intellivision is sold.

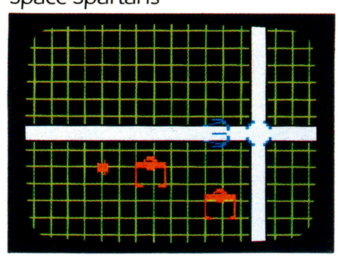
EACH SOLD SEPARATELY.

Bomb Squad™ (Available soon)

Space Spartans™



B-17 ™ Bomber (Available soon)



TRON†† Solar Sailor ** (Available soon)

††©1981 Walt Disney Productions.
**Name subject to change

ASTROSMASH™

Spin. Blast. And drop into hyperspace to avoid a killer asteroid shower. Power on. Attack computer engaged. Fire a quick burst at the alien antagonists. Got 'em!

Now take a deep breath and relax. But only for a fraction of a second, because more trouble is on the way.

You're all alone in a hostile universe of tumbling asteroids and homocidal aliens. You've got the wits and the speed, but you're awesomely outnumbered.

With a little practice, you may survive...

- Battle aliens and tumbling asteroids
- Unlimited scoring potential
- Hyperspace feature

STAR STRIKE™

For action fast and furious, take command of a rocket-powered fighter-interceptor flying a few hundred feet off the deck. Your mission: attack and destroy alien silos defended by several squadrons of alien rocket-craft. You must react instantaneously. You are a few hundred feet above the terrain in a narrow canyon. That's where the aliens have dug in. Maneuvering room is severely limited. Meanwhile, earth is slowly coming into target position for the silos. Remember, you alone can save earth. Don't miss.

- One player game
- Six skill levels for greater challenge

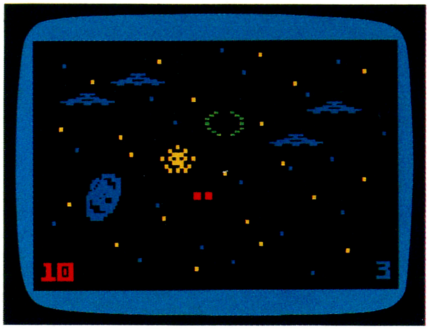
SPACE BATTLE™

The alien squadron is closing in on your Mother Ship. You're awesomely outnumbered, and they attack and attack and attack...

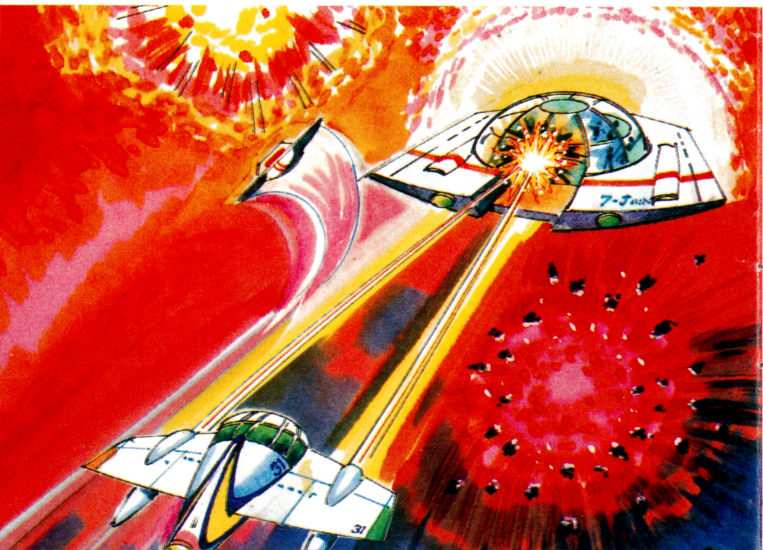
Flick on the situation map and analyze your position. Dispatch a fighter squadron toward the closest alien cluster.

You're smarter, a little faster, and you're going to let these aliens know they've got a fight on their hands.

Flick back to a cockpit close-up view. Here they come! Aim lasers...fire!



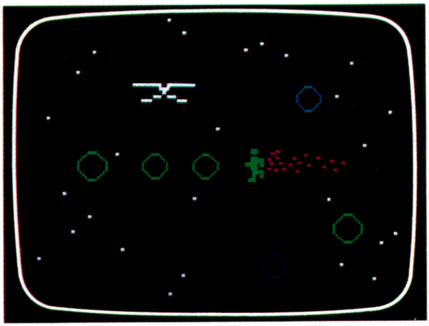
- Computerized situation map
- Close-up attack viewer
- Computerized and manual battle modes



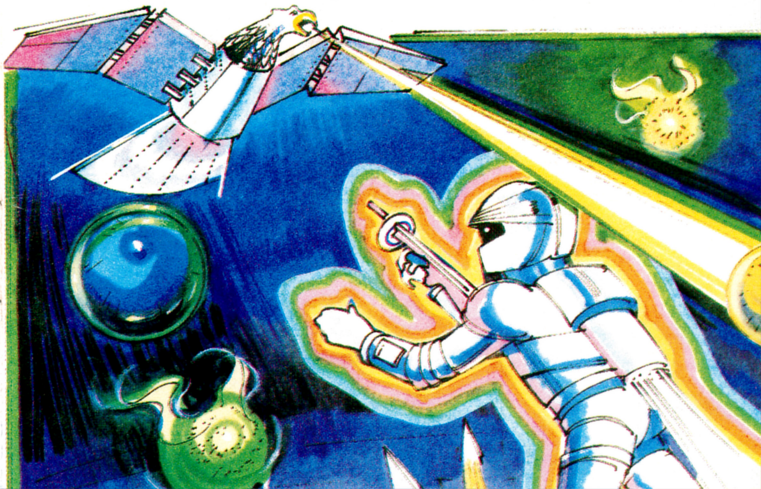
SPACE HAWK™

(Available soon)

You're equipped with a jetpack for directional avoidance control, a blaster for protection and 5 force shields. If you get hit, you lose a shield. Not only that, you're sent into a space spin that could be disastrous. While you're regaining control, UFOs and comets scream past you. Of course, you can use hyperspace to get out of a super-tight spot. That'll put a few million light years between you and danger. But, watch out. You could wind up in an even hotter spot. If you want to find out how good you are, invite a friend over, compare scores.



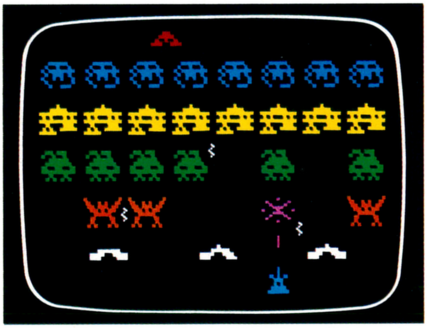
- One player game
- As your score goes up, the game automatically becomes more challenging
- Laser fire and maneuvering options add variety



SPACE ARMADA™

You're defending Planet Earth against the unrelenting attack of alien warlords.

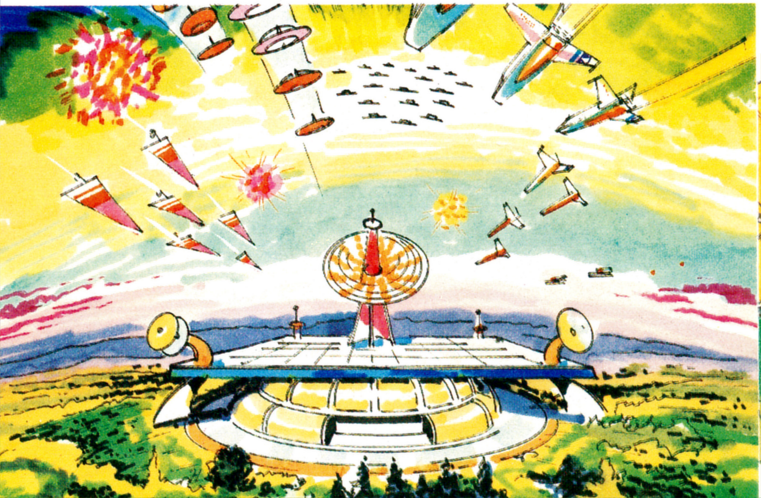
At first they throw their light brigades at you. If you're quick and careful, you should be able to elude their bombs, moving out of the way or taking refuge behind a bunker.



But when you wipe out the first couple of brigades, they'll launch a more deadly attack, dropping faster, more lethal bombs. Clear the battlefield once more, and they'll resort to guided missiles and even more fiendish devices.

You've got your hands full — of excitement and aliens!

- Two skill levels
- Varied alien weaponry
- Invisible targets
- Super sound effects



NIGHT STALKER™

(Available soon)

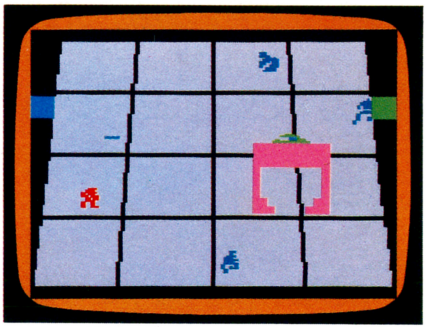
You're on the run. Your attackers are relentless robots. Destroy one and it's replaced by an even smarter, faster robot. It's a nightmare. Your only defenses are avoidance and weapons found somewhere in the labyrinth. When one weapon empties, you avoid robots to find another. Duck around a corner or go into your safe house. But, be careful. There are also people-size spiders and their webs to slow your escape. Bats also wing their way at you. If either spiders or bats bite you, you're stunned; easier prey for the robot attackers.

- One player game
- Realistic antagonists
- Challenge increases as game progresses

TRON†† Deadly Discs™

(Available soon)

Tron and his attackers are both armed with deadly flying discs. The attackers are computer-controlled while you control Tron. So far, so good. Everything's even. Except for one small detail: The attackers appear wave after wave and their aim is inhumanly accurate. If you're good enough watch out for the Recognizer. Either you get them or they get Tron. Then, just when you think you have the attackers on the run, they appear and become faster. Your score depends on how many of Tron's attackers you put away. This is action challenge at its very best.



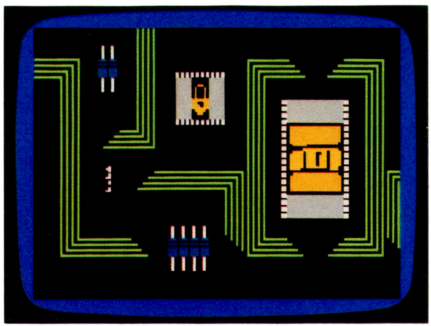
- One player game
- Intense strategy, action
- Difficulty increases as game progresses

††©1981 Walt Disney Productions

TRON II**††

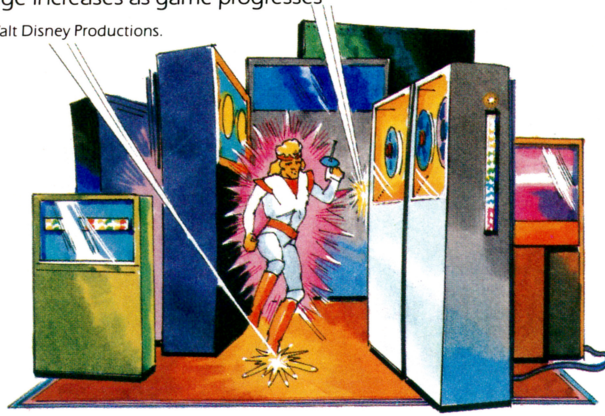
(Available soon)

You start out inside the electron stream of a coldly efficient Master Control Program. Your objective is to penetrate its inner defenses and disable it before it seeks you out to destroy you. Sounds easy. But, you must travel through the integrated circuitry of the very computer you're out to get — undetected. Make the slightest miscalculation and you'll be blasted into ions. You'll need good reaction time and almost flawless logic to reach the Master Control Program. And even if you do, the game's not over yet. From that point on, you'll be challenged by events that will test your wits, logic and reflexes to the utmost.



- One player game
- Challenge increases as game progresses

††©1981, Walt Disney Productions.

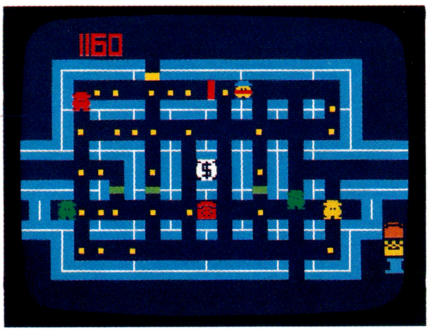


**Name subject to change.

LOCK 'N CHASE ΔΔ

(Available soon)

Your thief is robbing the local bank! Four police officers are hot on his trail! Grab gold coins and treasures on the run! Keep one jump ahead of the law! When the cops close in...lock a door...make tracks in another direction. Run smack into a cop and you're "caught". There is nowhere to hide.



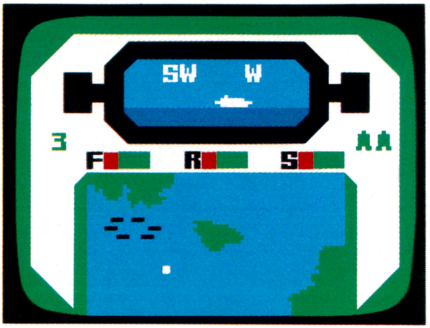
- One or two player game
- Unique "lock-out" feature
- Dramatic sound effects including music

ΔΔ©1981, 1982, Data East, Inc.

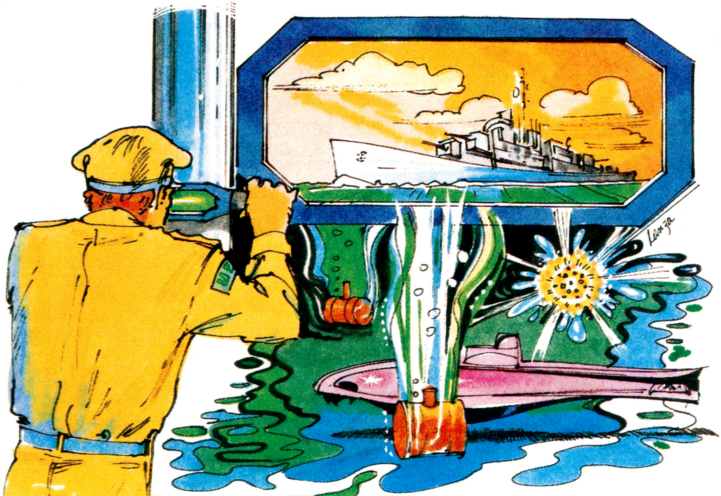
SUB HUNT™

(Available soon)

You're at the periscope of a Nautilus class nuclear submarine, the last line of defense between the enemy and the fleet. Enemy PT boats drone around seeking you out. Meanwhile, enemy destroyers constantly jockey for depth-bombing position. You must keep your head to control depth, speed, direction and torpedoes. You have simultaneous periscope and satellite horizon displays with compass readings to keep you afloat and the enemy at bay. If you do it, you should be immediately commissioned an Admiral in the U.S. Navy.



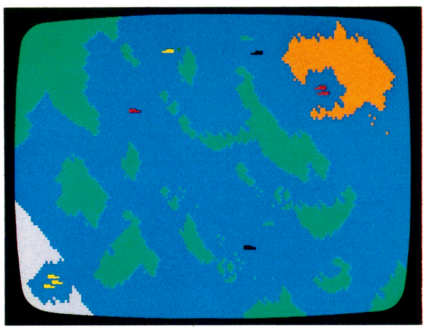
- Simultaneous displays • One player game
- Control depth, speed, and torpedo launch



SEA BATTLE™

Destroyers, battleships, submarines, minesweepers, and aircraft carriers! You're the Admiral, and your mission is to rid the seas of the enemy fleet.

Start by setting a strategy. Lay invisible minefields where you think the big enemy ships will travel. But be careful, because the other Admiral is laying mines to foil you...



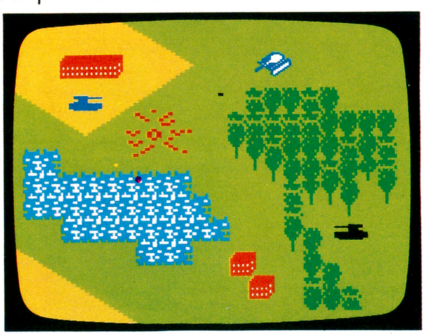
Battle stations! Now you slug it out with shells, torpedoes, and naval tactics. Sleek battleships are waiting to pounce on sluggish minesweepers. You can't relax for a minute.

But who worries about the torpedoes, you say. Full speed ahead!

ARMOR BATTLE®

Dust off your field glasses and scan the horizon for enemy tanks. There's one — grinding its way out of the woods!

You see each other at the same time. Both turrets swing toward their targets. Who will fire a split second sooner? And who will be reduced to a pile of rubble?



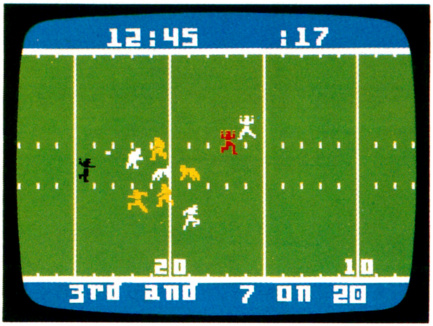
When you've beaten your opponent, move on to a new battlefield. There are literally hundreds of new terrains to conquer!

War may be nerve-wracking, but this is pure fun!

NFL* FOOTBALL

The whistle blows! The crowd roars! The two teams sprint onto the field and line up for the opening kickoff.

Your ball, first and ten on the twenty yard line. Will you grind out the yardage on the ground...or risk a long bomb for a quick score?



You and your opponent can choose from over 180 offensive and defensive plays — so it's as much a game of strategy as execution.

Two full halves of fun. With all the refinements of passing, punting, end runs and razzle-dazzles. The computer keeps track of time and score, and the crowd lets you know what it thinks of your performance.

- Two players
- Call realistic offensive and defensive plays
- Scoreboard monitors downs, yards to go, time outs, time remaining, and score

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NFL®

NHL* HOCKEY

Your opponent has a man in the penalty box, so it's time to push hard on offense. There's the whistle! Time to move down the ice.

Your team moves toward the opposing goal in perfect formation, nudging the puck back and forth as defenders move in.

You're across the blue line. You send a pass across the front of the goal, then... wham! a screaming slap shot whips past the goalie and in for the score.

The crowd roars its approval. And the buzzer announces the end of the game. You won! A little practice and you'll be ready for the big time.

- Two players
- Face offs, trapping, interception, penalty box

NHL®

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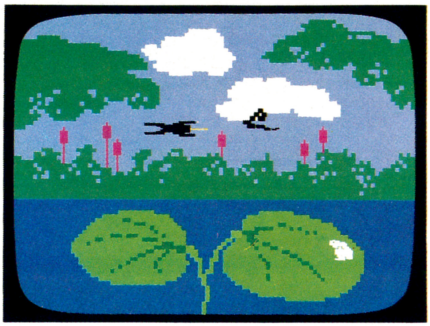
FROG BOG™

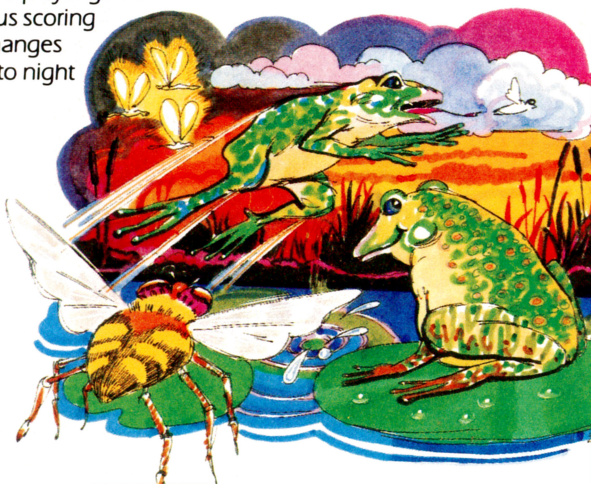
(Available soon)

Sitting upon two lily pads in the middle of a lily pond are a pair of hungry frogs; one for you, one for your opponent. Overhead swarm delicious flies. Whether or not your frog scores his dinner while you rack up points is entirely up to you. You control the height and direction of his jump; even the flick of his long pink tongue. Leap too high or at the wrong angle and "Pl-op" your frog goes into the pond. He must swim back to his lily pad, taking away valuable scoring time while your opponent goes on racking up points.



As play continues, night will come to the pond. Or, you can choose to play the entire round at night, leaping for fireflies — in the dark.

- One or two player game
- Continuous scoring
- Screen changes from day to night

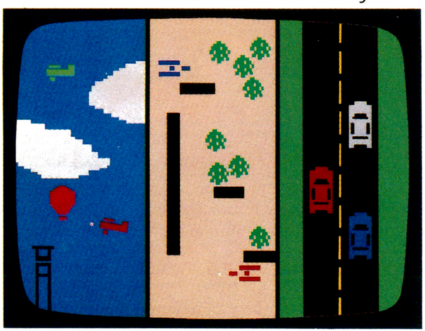


TRIPLE ACTION™

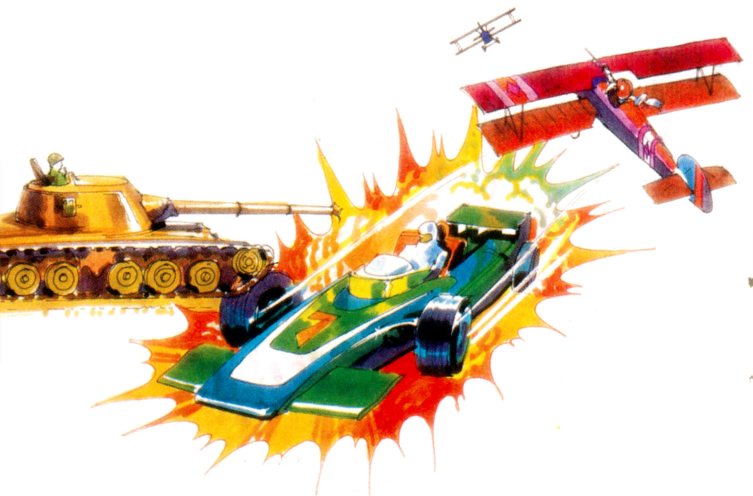
It's three classic video games in one!

Racing Cars — You and your opponent race against the clock down a crowded highway.

Battle Tanks — It's a duel to the finish between two heavy tanks. One of you will end up as scrap iron.



Biplanes — It's a thrilling dogfight — biplane style! Watch out for the control tower...don't get lost in the clouds. But most of all, watch out for that blood thirsty baron with a leather cap!



ADVANCED DUNGEONS & DRAGONS ™Δ Cartridge
(Available soon)

Take the wrong turn and you'll soon be staring at the biggest, meanest and most clever dragon you've ever imagined. You start out in a maze. But, this is no ordinary maze. It's revealed to you only a few feet at a time as you enter each new uncharted corridor. The maze scrolls: up, down, right and left. You don't know when it's going to take a turn — for the worse. That dangerous dragon could be between you and the treasure that you must find. Along your way you'll find a variety of objects to help you avoid the dragon. Based on the popular role-playing board game, this video version will provide you with many hours of enjoyment.

- One player game
- Game screen "scrolls" up and down, left to right
- Continually changing maze

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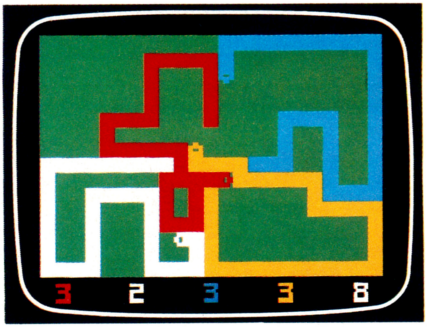
SNAFU™

You each start off with little lines that start to grow.

They grow fast, tangling, weaving, writhing like magic beanstalks. And you're at the controls, trying to completely enclose the other guy so he can't grow any more.

This is a game of lightning quick strategic decisions. Hesitate...or slip... and you'll find yourself surrounded.



TENNIS

Thunk! You send a screaming serve across the net. Your opponent races to intercept it and returns a lofty lob into your deep backcourt. You get to it in time to send a smashing ground shot just out of reach of your opponent's outstretched racquet.

- Two players
- Full three set matches
- Control ball velocity and placement

Play an entire three set match, and each game will be different and exciting. You control ball placement, velocity and strategy. And it's a game of wits as well as of dexterity.

Even the crowd gets in the act by turning their heads to follow the ball — and cheering at just the right time.

PGA* GOLF

Stand steady at the tee…head down…slow backswing. Now, drive your tee shot 220 yards down the fairway, splitting a pair of sandtraps. Loft a five iron onto the green. And sink a twenty foot putt for a birdie!

You control the swing and aim throughout 9 championship quality holes. The fairways and greens are beautifully manicured, but the sand traps are deep… and the rough is… rough!

- Up to four players
- 9 holes
- 9 clubs
- Realistic sound effects

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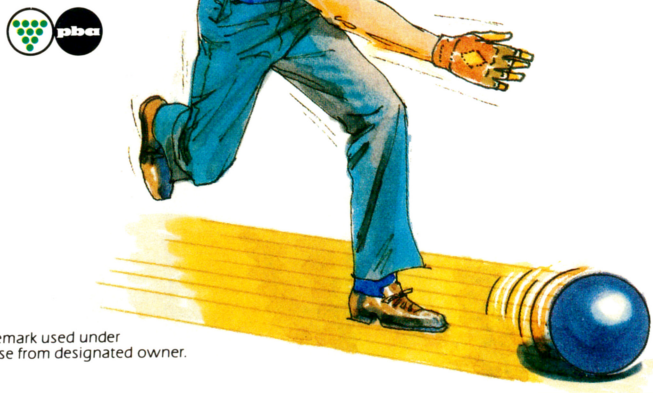
PBA* BOWLING

Warm up by picking up some tricky spares. Now you're ready for ten frames of championship bowling. Select the ball weight you prefer. Decide how "slick" you want the alley. Take a few deep breaths and...you're up!

Aim carefully, allowing for loft and curve. Release nice and smooth, and watch the ball plunge into the sweet part of the pocket. Strike! Keep it up, score 200, and you'll get a rousing fanfare.

- Up to four players
- Nine ball weights
- Ten alley speeds
- Licensed by The Professional Bowlers Association



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NASL* SOCCER

A well executed drive down the soccer field is a thing of beauty. The man with the ball jukes, whirls, passes to his teammate. The teammate dribbles toward the goal until he attracts a crowd of opponents. Then he passes to a third man who sets up the score.

The game action is as realistic as the excitement of Pro Soccer — minus the black 'n blue shins.

- Two players
- Corner kicks, goal kicks, free kicks
- Realistic action and sound effects

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NASL®

MAJOR LEAGUE* BASEBALL

The crowd roars as the nine man home team sprints out onto the field. Then you and your opponent use all the tricks in the book to score the winning run.

You control all the action — balls and strikes, hit and run, double plays and stolen bases. And it's not over until the last out of the ninth inning!

- Two players
- Nine full innings
- Control pitching, fielding, base running, batting

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OFFICIAL LICENSEE
MAJOR LEAGUE BASEBALL*

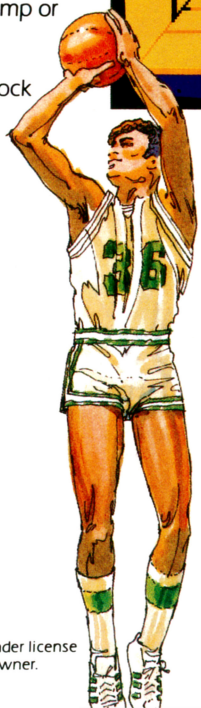
NBA* BASKETBALL

Two teams square off at mid-court. Up they go for the jump ball. It's tipped to your team. You fake, drive, and move in for a slam dunk!

Each three man team of remarkably realistic athletes can dribble, pass in any direction, jump, block, steal...even take a casual set shot when they've caught the other guys napping.

Four action-packed quarters — plus overtime when needed!

- Pass, steal, rebound, fast break, jump or set shot
- Two players
- 24 second clock



NBA

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U.S. SKI TEAM* SKIING

Take a deep breath, dig your poles hard into the snow, push off . . . and you're speeding down a world class slalom course.

Stay low and glide gracefully through the turns because you're in a race against the clock. But don't cut the corners too sharply or you'll go tumbling!

All the excitement of the Winter Olympics on a beautiful video snowscape.

- Up to six players
- Downhill and slalom course
- Jump moguls, edge through turns, race downhill

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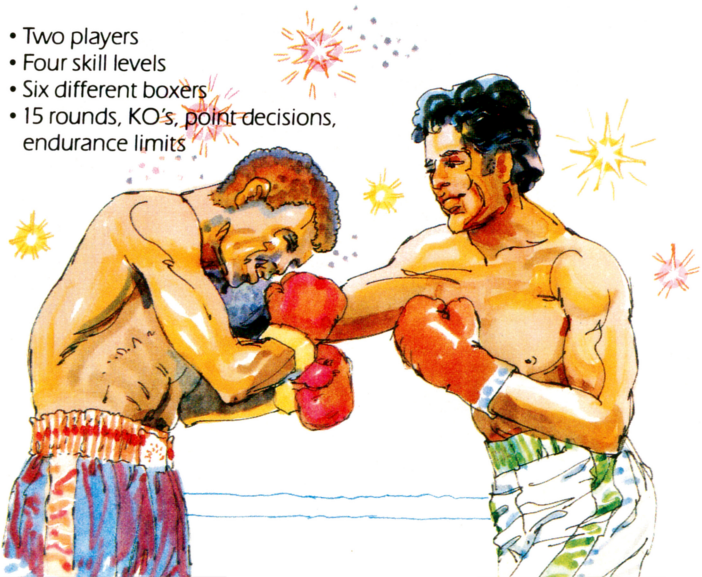
BOXING

Slip into the powerfully muscled body of the fighter of your choice. Maybe you'll go for a power slugger. Or an agile defender. Or a completely unpredictable fighter.

There's the bell! You're playing at championship speed, so the action is lightning fast. Feint, duck, block, then move in for a quick combination.

Remember that your fighter is using up precious energy. And each punch he takes has its toll. So use your brains as well as your brawn — and keep your warrior in shape to go 15 rounds.

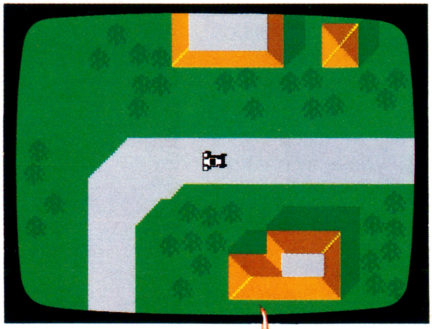
- Two players
- Four skill levels
- Six different boxers
- 15 rounds, KO's, point decisions, endurance limits



AUTO RACING

Snap on your crash helmet, fire up your Formula 1, and slam it into first. Power through the first turn and you're off on a Grand Prix class racing circuit.

The faster you push your race car, the more alert you have to be. You may slide off the track and into a maze of grass and trees. You may find yourself skidding into a pond. Or you may find yourself halfway through a hairpin turn before you know it.



Whether you race against an opponent or against the clock, there are thrills enough for anybody.

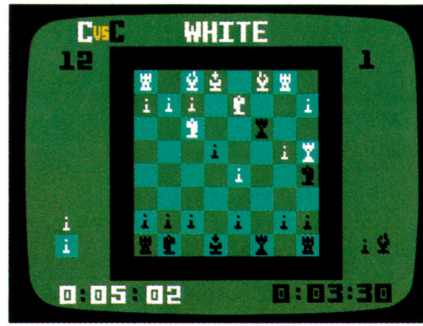
- Five different race cars
- Five different race courses
- One or two players

USCF* CHESS

(Available soon)

Here's a stimulating new way to play the ultimate game of strategy whether you're a novice, intermediate, or master.
With nine levels of difficulty, you always challenge the computer at your level. Then, move up to a new, more exciting game level as you improve. And, just as in official competition, you are required to make your moves within a timed interval that you select.

If you're a Spassky or Fisher fan, you can manually position pieces to recreate some of their more classic ploys in international competition.



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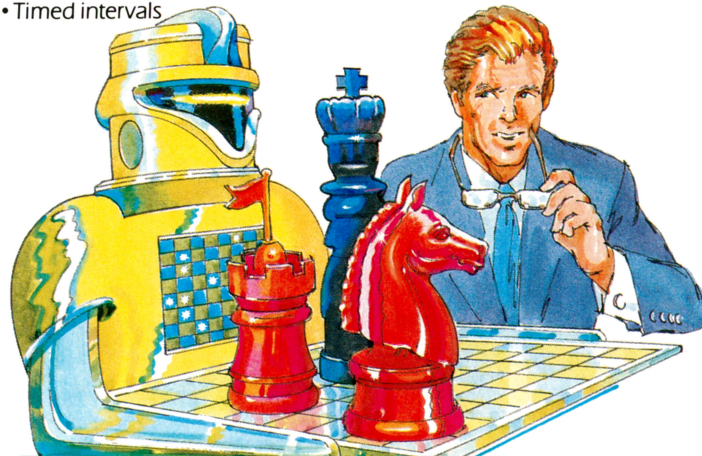
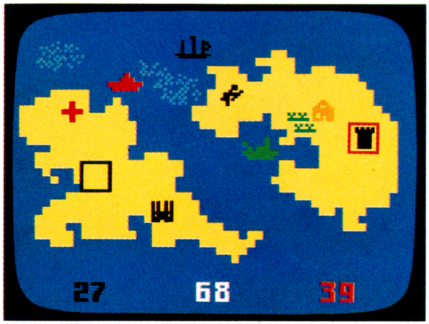
Playing Intellivision Chess is the perfect way to improve your game. Go a few rounds with the computer. When you're ready, challenge your toughest competitor to an Intellivision Chess match.

- 9 skill level challenges
- One or two player game
- Timed intervals

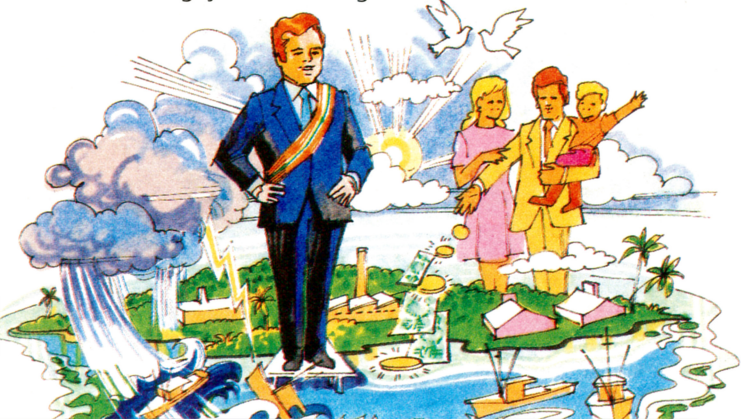


UTOPIA™

You and your opponent each have an island to rule. Points are accumulated based on the welfare of your island people. You can choose to be a benevolent ruler or an aggressive dictator. Your people need food, housing, and industry for clothing and other essentials. What you cannot manage are natural disasters. A single hurricane could wipe out your crops, sink your fishing fleet, destroy all the homes and factories you've built. Rebels may automatically appear should the welfare of the people drop. They could attack. Classic dilemmas in a game that is sure to become an absorbing classic in its own right.

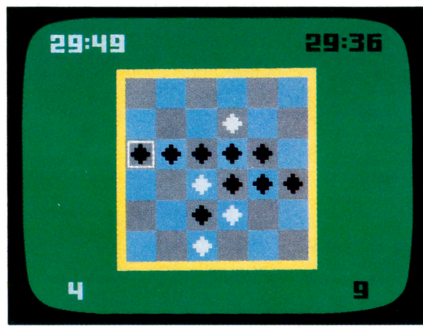


- One or two can play, either competitively or cooperatively.
- Colorful computer graphics and special sound effects.
- Computer measures your people's well-being through a sophisticated scoring system that weighs ALL island conditions.



REVERSI™

Three levels of difficulty insure you'll be playing Reversi for a long, long time. Your objective is to take control of the board. Your opponent is either another player or the computer. Either way, it's great fun. As the game progresses, the playing pieces switch from black to white or white to black depending on which player takes control. Your score is continuously displayed on the screen.



- One or two player game
- Three difficulty levels
- Three board sizes

ROYAL DEALER™

(Available soon)

If you don't always have someone to play cards with and you're not challenged enough by Solitaire, this cartridge introduces you to three players and three different card games: Hearts, Rummy, and Crazy Eights. Your computer deals the cards and keeps score. You can choose to play against one, two or three players.

- One player game
- Choose from three different games
- One, two, or three computer opponents

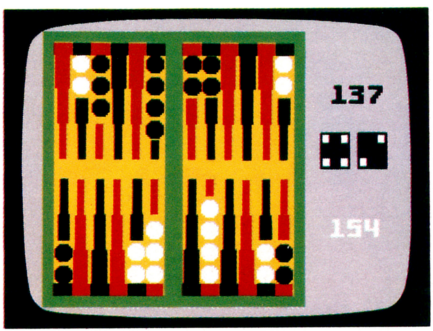
ABPA* BACKGAMMON

Beating Intellivision at backgammon is a lot of fun. But it's definitely not child's play.

The computer knows all the tricks—and it calculates all the odds before it moves.

Can you find a flaw in its strategy? Can you give it pieces to gobble up freely, then trap it in a back game? Or will you just cross your fingers, press the button and roll the dice?

Perfect your own backgammon skills with this modern version of one of the world's oldest games.



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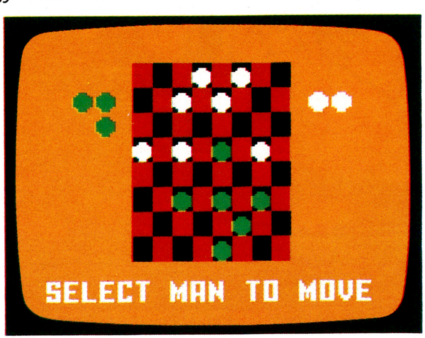
CHECKERS

Pit your skill and imagination against an opponent who can assess the board position in a few seconds and think several moves ahead.

The computer won't make a foolish mistake, but you can still beat it...if you concoct a strategy it can't handle.

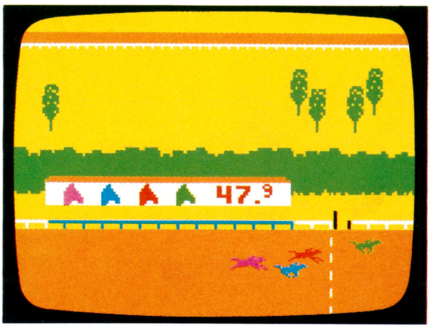
- Hi and Lo skill levels
- "Bail Out" button asks computer to recommend your next move



HORSE RACING

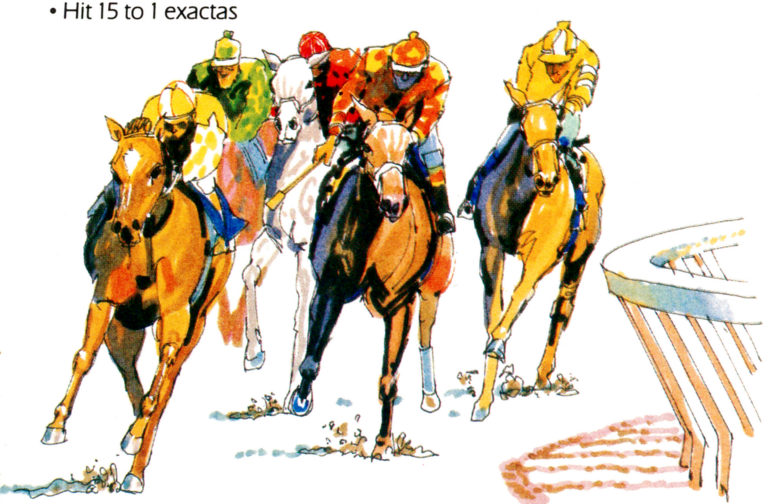
You and up to five of your friends, poring over the tout sheet. Pick your ponies, then handicap 'em.

Place your "bet." With Intellivision, you can afford to step up to the $100 window! They're off and running...Blueboy by a length going around the first turn...Here comes Black Marauder closing up on the outside...and here comes Red Devil on the inside rail to win by a nose!



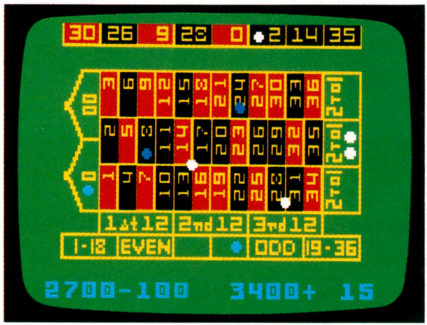
Congratulations! You hit a longshot. Now don't go and spend it all in one place.

- Up to 6 can play
- "Bet" on ten different races
- Hit 15 to 1 exactas



LAS VEGAS ROULETTE

Can you parlay your pile of chips into a fortune? Do you dare risk it all on a single number that you just know is due to come up on the next spin of the wheel? Here's a great party game with all the sound and color of the big casino. Place your "bets"...all "bets" down? Then here goes the big wheel of fortune—clickety-click-click—and cross your fingers as the wheel slows and the ball bounces toward your lucky number.



- Authentic roulette table layout
- One or two players

LAS VEGAS POKER & BLACKJACK

From the ruffle of the cards...to the clinking of the coins...to the felt green of the gaming table...to the shifty eyes of the dealer, Intellivision has captured the flavor and the color of casino card games.

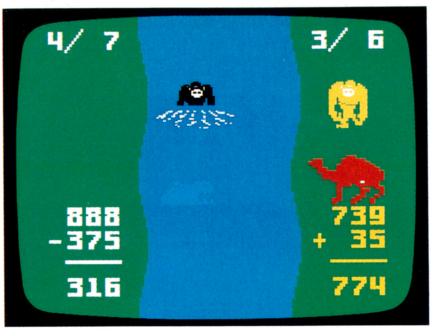
Play poker! Five card stud or draw. Seven card stud. This dealer plays tough. He raises, drops, even bluffs. Play carefully, because he'd like nothing better than to empty your wallet.

When you've had enough poker, relax with a few hands of blackjack. Play real casino style and double down when you feel hot!

THE ELECTRIC COMPANY† MATH FUN*

Who would guess that learning basic arithmetic skills could be this much fun!

To solve the math problem, two players race their clever gorillas along the river bank, ducking past obstructing animals.



The math gets more challenging when the players are ready for it. Addition, subtraction, multiplication and division — all are more fun with Math Fun.

- Accommodates wide range of learning levels

- One or two players
- Developed in conjunction with Children's Television Workshop

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THE ELECTRIC COMPANY† WORD FUN*

How those little monkeys love to learn! Watch them swing through the jungle, capturing letters with their tails and making words.

Three great learning games. Find A Word has little learners weaving words in and out of each other. Word Hunt sends them into the jungle looking for missing letters.

And Word Rocket has them blasting vowels into the sky to make words out of clouds of consonants. It's the fun and easy way to improve vocabulary skills.

- Three fascinating word games
- One or two players
- Developed in conjunction with The Children's Television Workshop

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